

100 VIRTUAL-OBJECT MANAGEMENT APPARATUS

VIRTUAL OBJECT A VIRTUAL OBJECT B

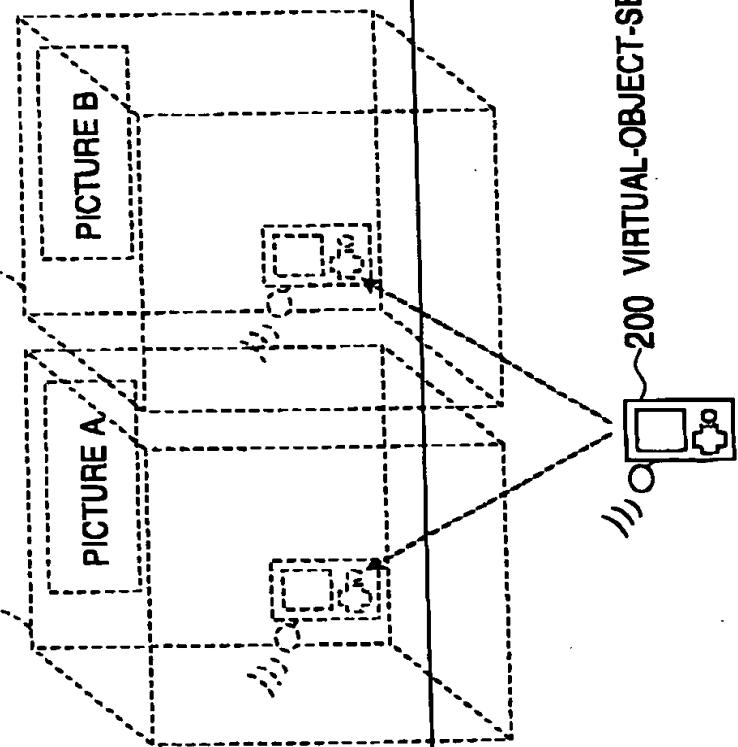


FIG. 1

100 VIRTUAL-OBJECT MANAGEMENT APPARATUS

VIRTUAL OBJECT A

VIRTUAL OBJECT B

PICTURE B

PICTURE A

300 DIGITAL CAMERA

**FIG. 2**

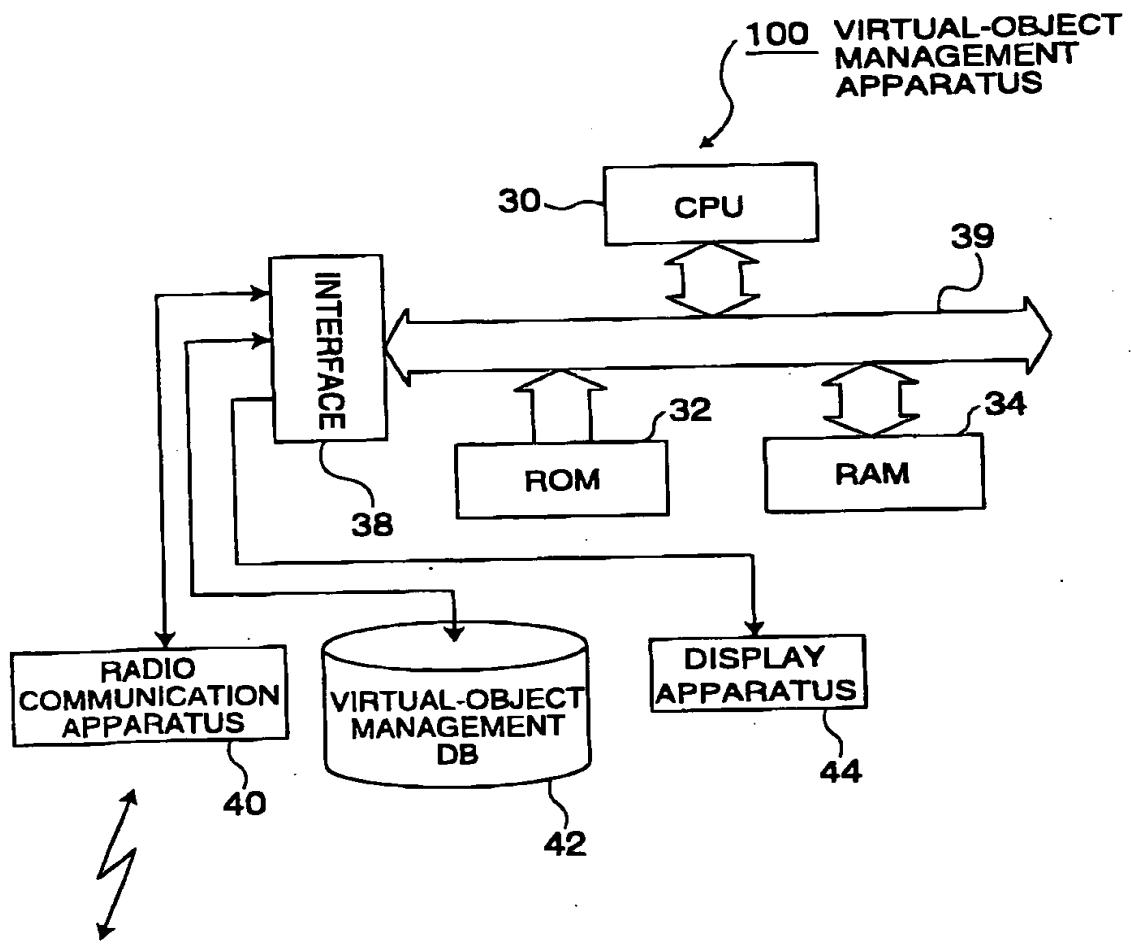
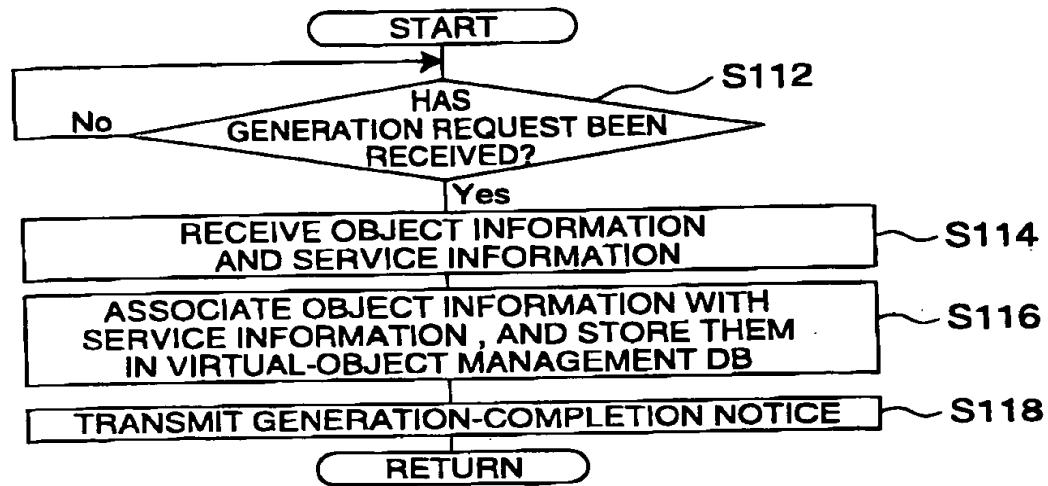


FIG. 3

400 VIRTUAL-OBJECT MANAGEMENT TABLE

| SERIAL<br>NUMBER | BASE POINT<br>(x,y,z) | SHAPE                         | RANGE<br>VALUE (m) | ACTION                   |                          | SUPPLEMENTARY<br>INFORMATION |
|------------------|-----------------------|-------------------------------|--------------------|--------------------------|--------------------------|------------------------------|
|                  |                       |                               |                    | CAPTURING<br>PROHIBITION | CAPTURING<br>PROHIBITION |                              |
| 1                | 10,50,20              | CUBE                          | 5                  |                          |                          | NULL                         |
| 2                | 20,30,20              | RECTANGULAR<br>PARALLELEPIPED | 5,10,10            |                          |                          | NULL                         |
| 3                | 30,40,20              | SPHERE                        | 5                  |                          |                          | THIS PICTURE IS...           |
| n                | 40,50,20              | SPHERE                        | 5                  |                          |                          | THIS PICTURE IS...           |

**FIG.4**



**FIG.5**

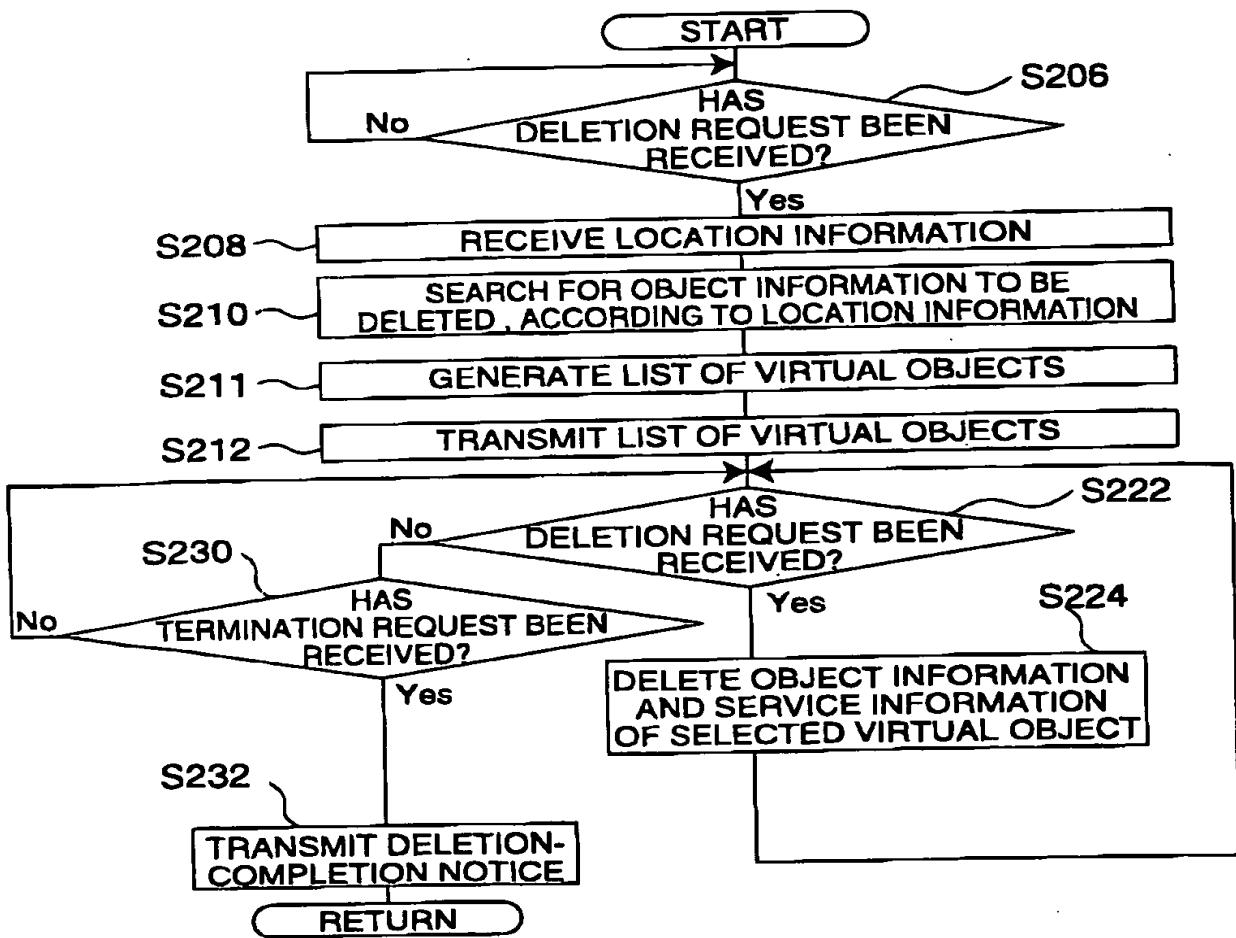


FIG.6

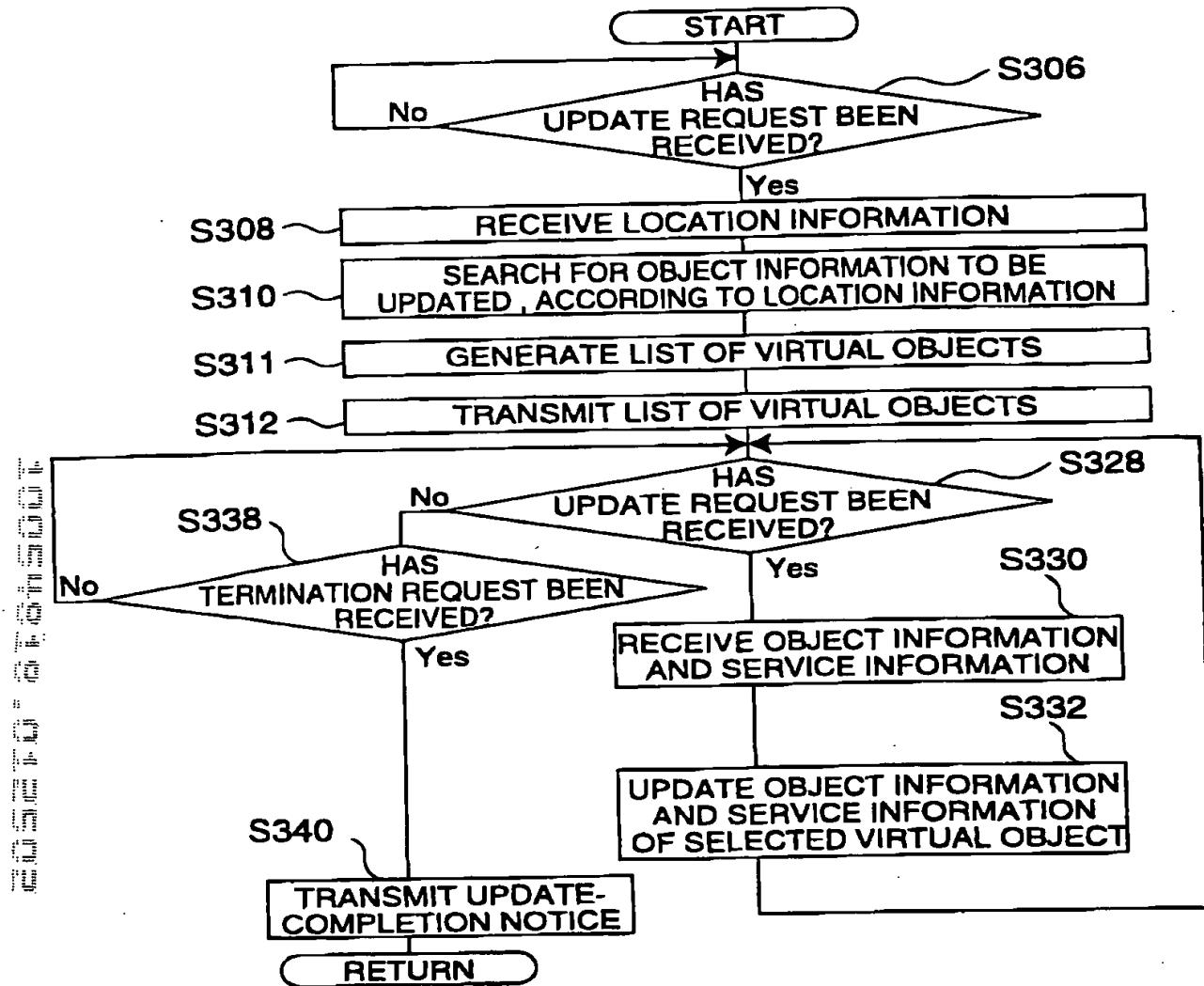
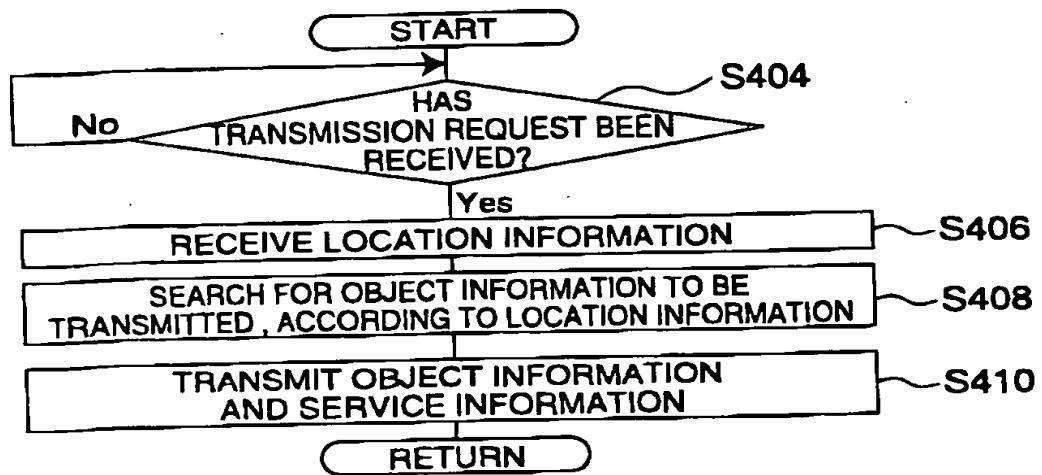


FIG.7



**FIG.8**

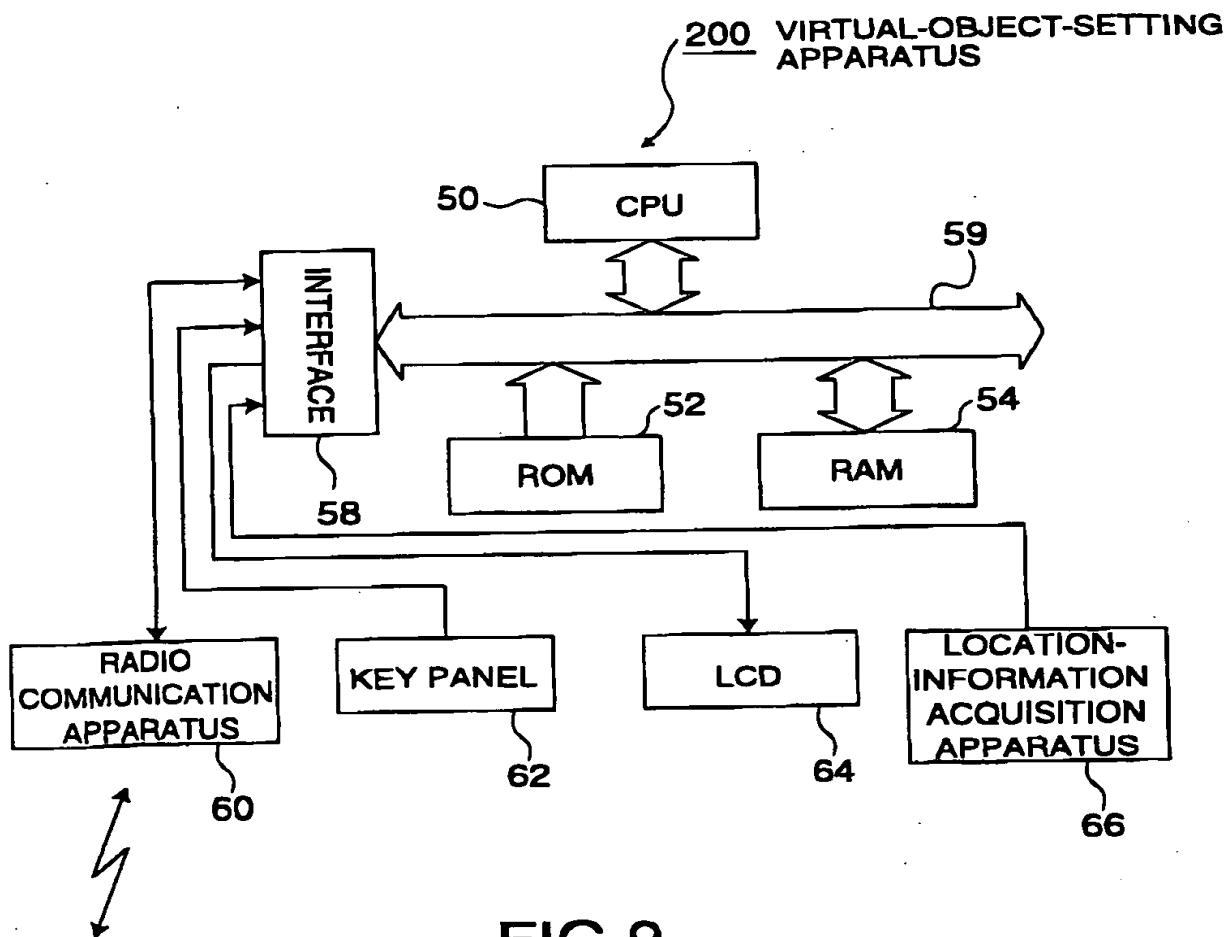


FIG.9

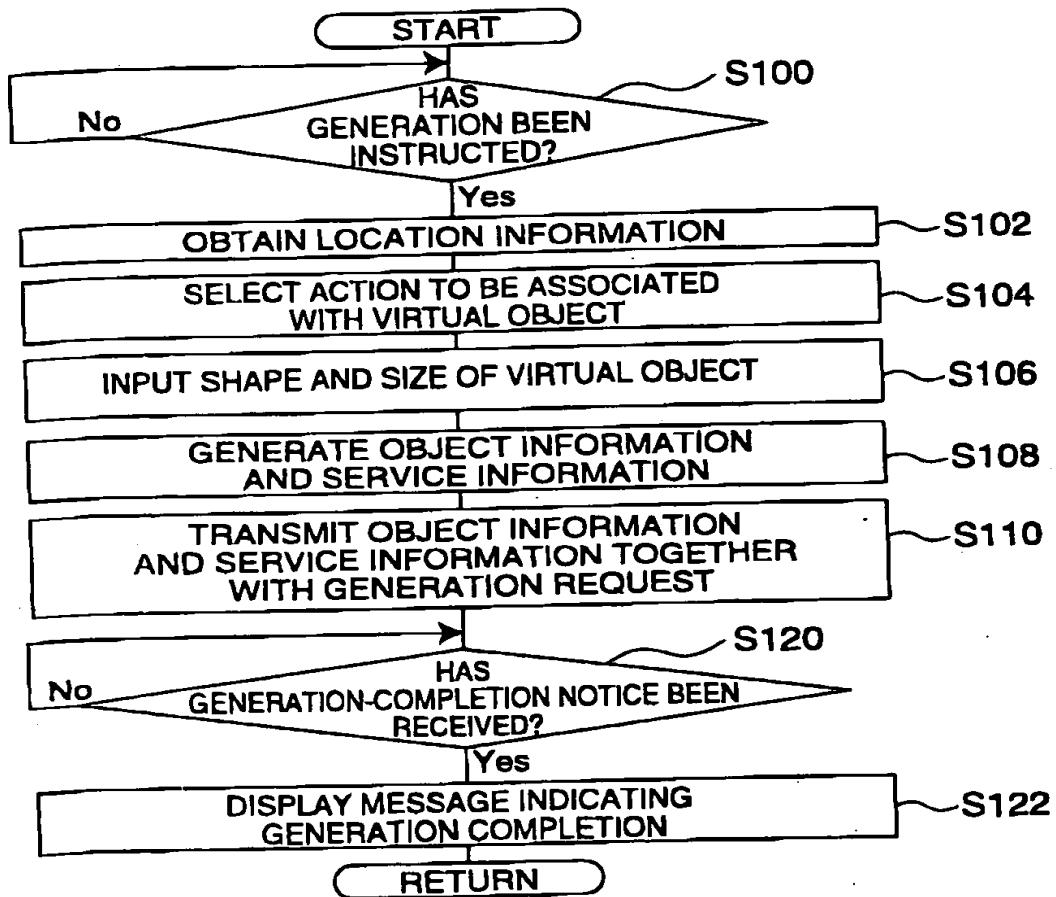
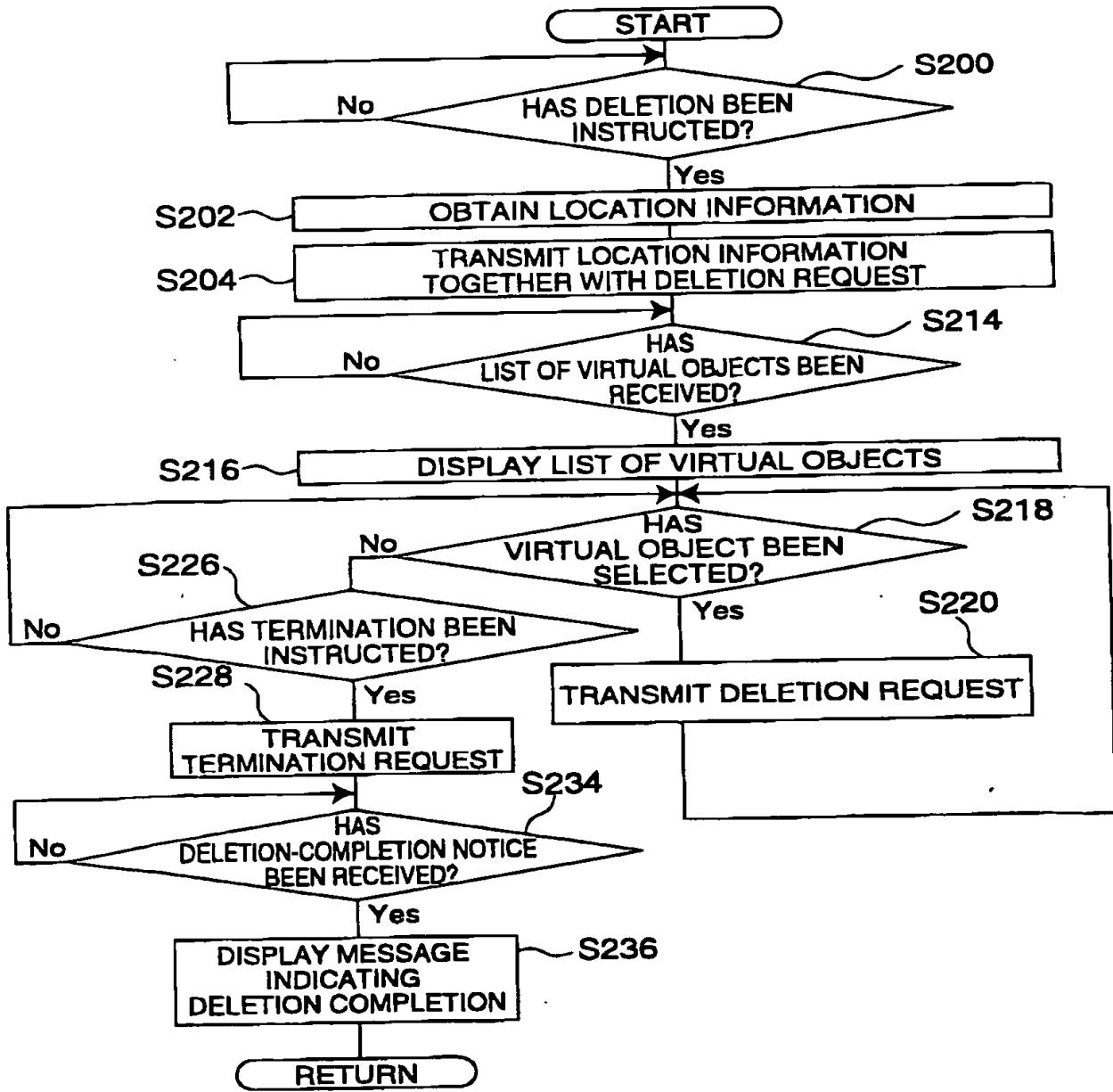


FIG.10



**FIG.11**

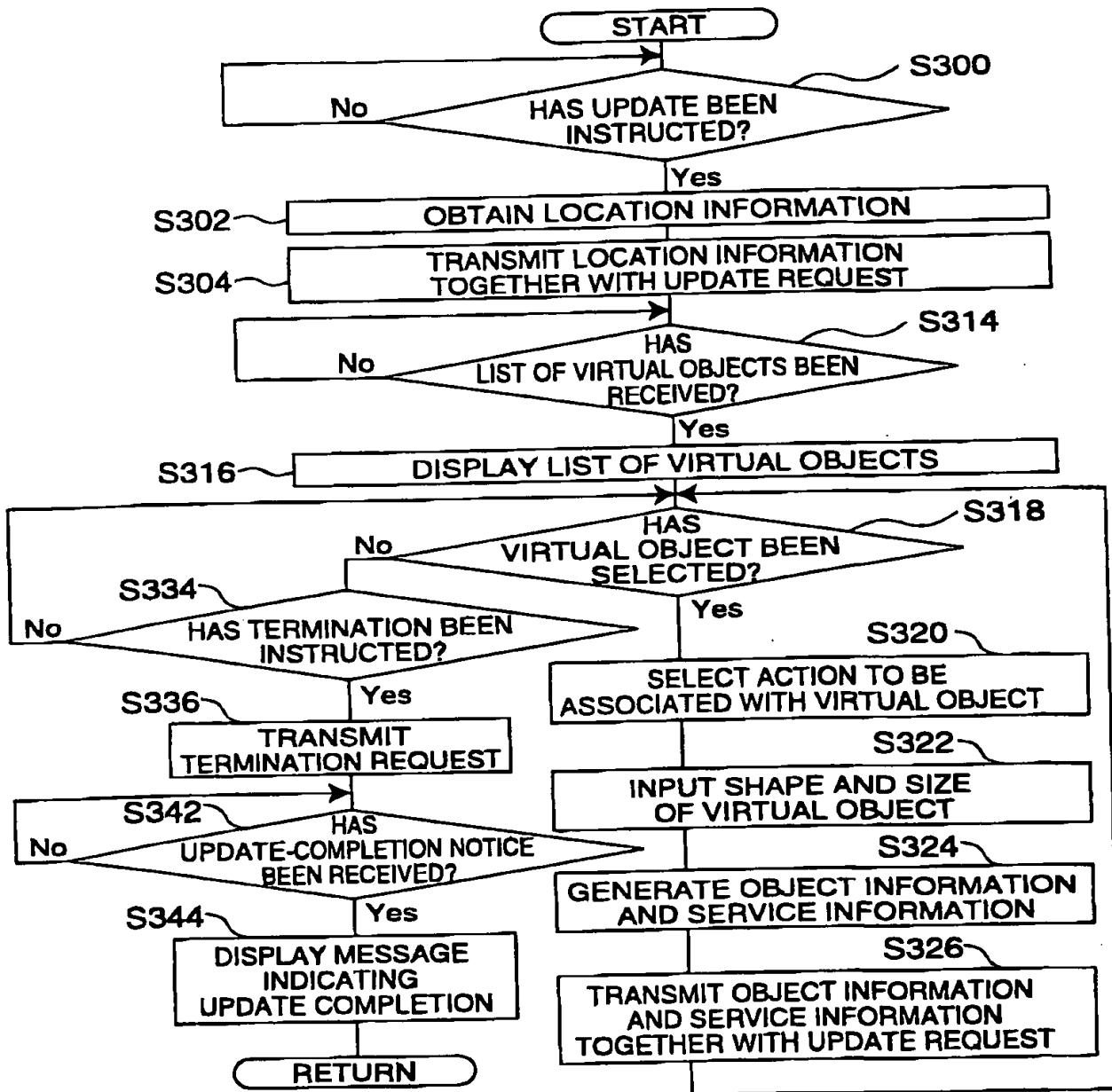


FIG.12

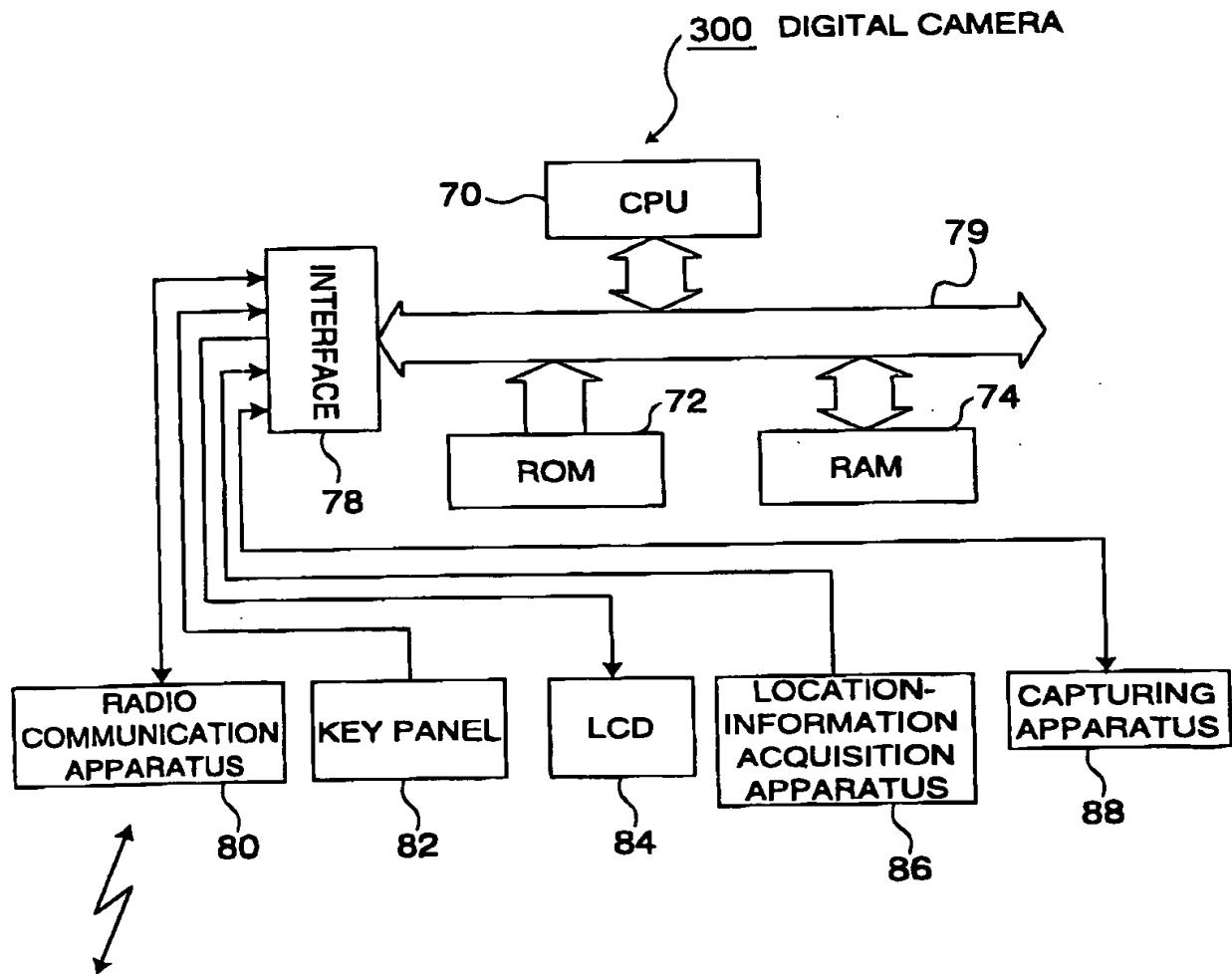


FIG.13

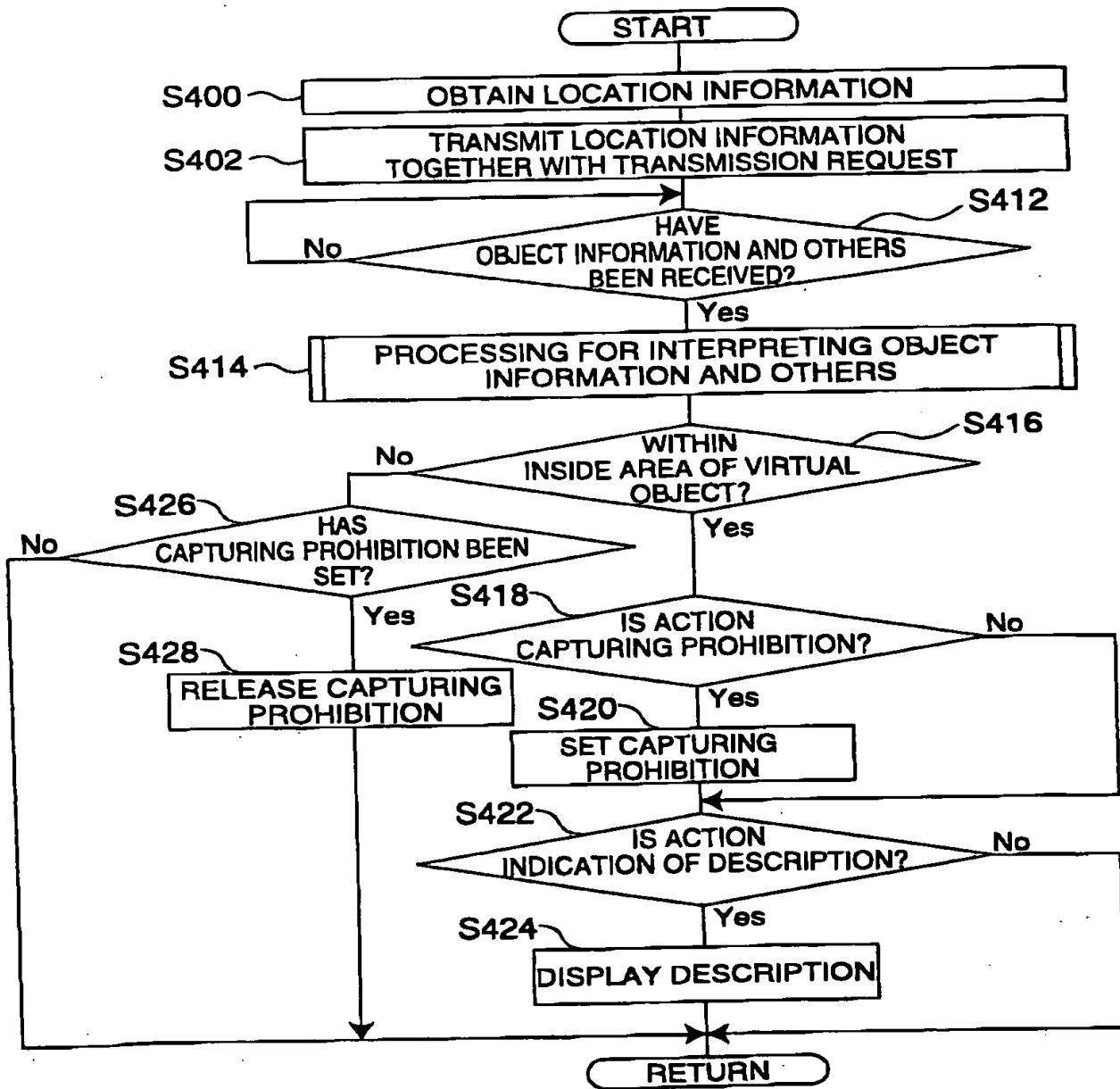


FIG.14